

James Adhitthana

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Summary

Bilingual (English & Bahasa Indonesia), diligent, and competitive person, I am overly committed to finishing my tasks and striving to be better than others. I love to learn new things. People call me "a jack of all trades" because I enjoy learning about various topics, especially on technology and sciences. When I am interested in a topic, I immerse myself in that topic to the point where I know I am confident that I can teach others on the subject.

Skills/Interests: JavaScript, Java, Android, Python, C++, R, Arduino, Firebase, Bootstrap, CSS, HTML5, WordPress.

Education

Bachelor of Computer Science (S.Kom.), Informatics Universitas Pelita Harapan GPA: 3.63/4.00 Majored in Software Engineering	2016 - 2020
International Baccalaureate (IB) Bilingual Diploma Sekolah Pelita Harapan Lippo Cikarang Received the Bilingual IB Diploma (Indonesian & English)	2014 - 2016
Cambridge & Cambridge IGCSE Sekolah Pelita Harapan Lippo Cikarang Studied Cambridge and Cambridge IGCSE throughout middle school	2011 - 2014

Volunteer

Fundraising Yayasan Dutasia (Gerakan Peduli Antar Manusia) Actively raised funds and donations in fundraiser events for families affected by leprosy.	July 2018
Seminar Speaker: Orang Tua Zaman Now Melek Teknologi Sekolah Don Bosco III Spoke at a seminar on why and how parents must keep up with technology for the sake of their children.	March 2018
Volunteer Teacher and Team Leader Yayasan Mandiri Kreatif Indonesia (YAMAKINDO) Led, created, and hosted "Fun Typing" which is an event designed to teach the youth how to type.	October 2017
Volunteer and Team Leader Yayasan Kasih Anak Kanker Indonesia Led, co-created, and hosted an event for children affected by cancer.	April 2017
Volunteer Teacher and Team Leader SDN Sukadami 02 Created the lesson plans and materials needed for the class and taught primary school students English with four other volunteers.	January 2015 - June 2015
Volunteer and Team Leader Panti Asuhan Komunitas Anak Maria Immaculata (KAMI Orphanage) Helped orphanage children with homework and helped take care of the children.	June 2014 - June 2015

Organizational and Committee Experience

Documentation UPH: Mobile Legends ESports Tournament In charge of all documentation (Photography & Cinematography) for the event.	September 2019
Liaison Officer UPH: National Programming and Logic Competition (PROLOG) In charge of handling the competition's contestants and assisted the 3rd place team.	September 2018

Information

Date of Birth: 11 June 1998

Hobbies: Photography, Cinematography, Reading, Games (RimWorld, Cities Skylines & CS:GO), Watching Documentaries

Skills

Indonesian (Bahasa Indonesia)

Native Proficiency

English

Bilingual Proficiency

Java

Developed Android and JavaFX Desktop apps

JavaScript

Developed multiple web applications

Python

Developed desktop apps using PyAutoGUI

C++ and Arduino

Developed C++ apps and multiple Arduino Projects

Firebase (Authentication / Hosting / Cloud Storage / NoSQL Realtime Database)

Developed multiple serverless Android and web apps

Bootstrap / HTML / CSS

Developed multiple websites and web apps

Adobe Photoshop / Lightroom / Premiere Pro / After Effects / Davinci Resolve

Experience in Photography & Cinematography

Documentation February 2018

UPH: Counter Strike Global Offensive (CS:GO) ESports Tournament
In charge of all of the documentation (Photography & Cinematography) for the event.

Liaison Officer September 2017

UPH: National Programming and Logic Competition (PROLOG)
In charge of handling the competition's contestants.

Achievements

Photography Challenge Winner May 2017

Pelita Harapan Photography Club (PHPC)
Won the photography challenge held by the Pelita Harapan Photography Club.

Photography Competition Third Place Winner September 2015

Sekolah Pelita Harapan Lippo Cikarang: creARTive Art Festival 2015
Won third place in the photography competition against students from other schools.

Information Technology Excellence Award 2010

Sekolah Pelita Harapan Lippo Cikarang
Awarded the yearly IT excellence award at Sekolah Pelita Harapan Lippo Cikarang.

Projects

Sekolah Pelita Harapan Lippo Village: Centralized Student Progress Tracker in Language and Math (August 2020 - October 2020)

Designed and created a web app and dashboard for marking students' standardized tests, documenting, and analyzing students' learning over time. The visualized graphs give teachers quick feedback to improve learning and teaching. The accumulated data over time provides the school with considerations for the improvement of curriculum design. Technologies used: JavaScript, Firebase, Bootstrap.

Sekolah Pelita Harapan Lippo Village: Junior School Learning Support Website (August 2020)

Designed and created a website/blog for Sekolah Pelita Harapan Lippo Village's Junior School Learning Support team using WordPress.

aerate - Indoor Air Quality Monitor & Dashboard [aerate.web.app] (September 2019 - July 2020)

Created for the university thesis, Aerate is a user-friendly, cloud-based cross-platform web application and hardware device that visualizes and informs the indoor air quality caused by exposure to dust particles, gasses, chemicals, and more. The application allows monitoring and visualizing indoor air quality in colorful, user-friendly graphics and even provides tips on increasing air quality. The app also acts as an alarm if an indoor pollutant passes a dangerous threshold. Technologies used: Arduino, C, JavaScript, Firebase, Bootstrap.

IB Survival Guide [ib.jamesgalaxy.com] (December 2017 - April 2020)

Created a website where students can access tips on passing IB as well as view good examples of my assignments so that other IB students can get help for free and without ads. The site has also been referred multiple times by teachers from different schools for their students to use. The site used to have hundreds and sometimes thousands of visitors per month and good engagement (mostly comments and questions from other IB students) as I had good SEO.

Tuna Prediction [github.com/jamesadhitthana/TunaForecaster] (May 2019 - July 2019)

Predicting and forecasting the future location of Tuna in Indonesia using SVM (Support Vector Machine) through Python and Dash.

JadyTrack [github.com/jamesadhitthana/JadyTrack] (January 2019 - May 2019)

Developed using Java (Android), Google Maps API, JavaScript (Web App), and Firebase, JadyTrack allows you or your loved ones to track and share the current LIVE location in real-time on Android and the Web as easy as 1, 2, 3.

Ready2Drink [github.com/jamesadhitthana/Ready2Drink] (October 2018 - December 2018)

Ready2Drink is an Android app connected via Bluetooth to an Arduino that allows monitoring hot or cold drinks and receive notifications when drinks are "ready to drink".

Ducktionary [github.com/jamesadhitthana/Ducktionary] (October 2018-December 2018)

A user-friendly native desktop dictionary created with Material Design in mind utilizing Java, JavaFX, and JFoenix

Sentiment Analysis and Forecasts on American Fast Food Restaurants

[github.com/jamesadhitthana/UPH_SentimentForecast] (September 2018 - November 2018)

Created a user friendly dashboard to find customer satisfaction in American fast-food restaurants and forecasted next year's satisfaction score using R and Shiny.